



£1.99 IR £1.99

G/F 45
24\$ 4-95

THE OFFICIAL STAR TREK[®] FACT FILES 12



Riker's Klingon Exchange
Making friends the hard way

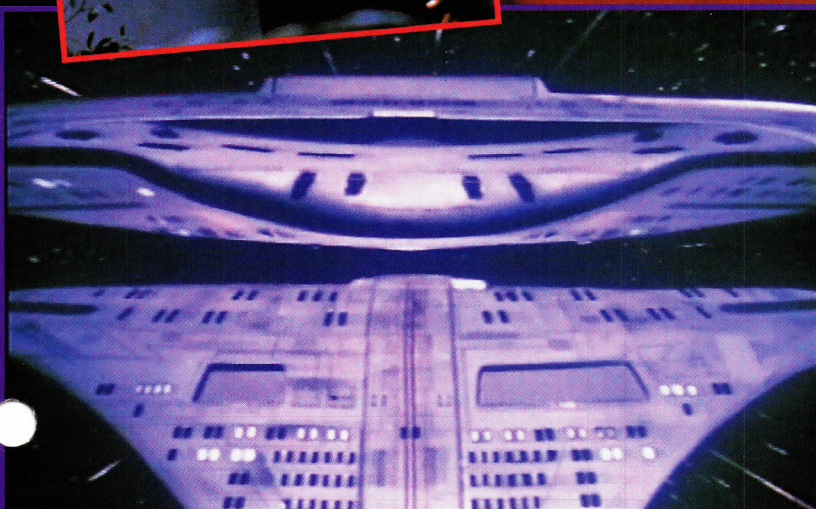
Hand Phasers
Shooting into the future

Neelix's Galley
Feeding the U.S.S. VOYAGER



The Dominion
Threat from the Gamma Quadrant

ANGOSIAN TRANSPORT VESSEL
Hunting down the perfect soldier



U.S.S. ENTERPRISE SAUCER SEPARATION
Two ships in one - safety in numbers

ISSN 1364-3983



9 771364 398003

12 >



THE OFFICIAL STAR TREK[®] FACT FILES



CONTENTS: PART 12

The Guide to the STAR TREK Galaxy

The STAR TREK Timeline (Parts 11 & 12)
The ALPHA QUADRANT (Part 3)
The DOMINION
EMPATHIC METAMORPHS

FEDERATION STARFLEET

Saucer Section Separation
NEELIX's Galley

Non-FEDERATION Starships

ANGOSIAN TRANSPORT VESSEL

Personnel Files

NURSE CHAPEL in Love
RIKER's KLINGON Exchange

Equipment & Technology

Hand PHASERS: 24th Century

Starship Log

STAR TREK: THE NEXT GENERATION
'The Offspring'
STAR TREK: DEEP SPACE NINE
'Through the Looking Glass'
STAR TREK: FIRST CONTACT - Part 1

COMING
NEXT WEEK:



The Guide to the STAR TREK Galaxy

The ALPHA QUADRANT (Part 4)
The BADLANDS
ANGEL ONE INHABITANTS

FEDERATION STARFLEET

U.S.S. ENTERPRISE NCC-1701-A
TUVOK'S ANTIMATTER MANEUVER

Non-FEDERATION Starships

KLINGON BIRD-OF-PREY Weaponry
RASMUSSEN's Time Ship

Personnel Files

TOM PARIS: Problems with Discipline
ADMIRAL JAROK: Romulan Defector

Equipment & Technology

HYPOSPRAY

Starship Log

STAR TREK (The Original Series)
'Miri'/Conscience of the King'
STAR TREK: VOYAGER
'State of Flux'
STAR TREK: FIRST CONTACT - Part 2

CUSTOMER SERVICES

UK AND EIRE

COLLECTING YOUR MAGAZINES

WEEKLY FROM YOUR NEWSAGENT Your local newsagent will be happy to take your regular weekly order for *The STAR TREK Fact Files*, so don't miss out - place an order today.

SUBSCRIPTIONS See early issues for details of our special offers. If you have any questions, ring our Customer Services: 01424 758 303.

BACK NUMBERS Missing a copy? To ensure that your collection is complete, use our back numbers service. Each issue will cost £1.99. **POSTAGE IS FREE.** (For issues with a free binder, please add £1.00 to cover postage and packing.) **HOW TO ORDER** Orders should be sent to:

The STAR TREK Fact Files
Woodgate (Fabbri) Ltd, PO Box 1, Hastings TN35 4TJ

Please make your cheques/postal orders payable to Woodgate (Fabbri) Ltd.

Credit card orders can be given by phone on 01424 758 303.

CUSTOMER QUERIES If you have any queries regarding your collection, please telephone us on 01424 758 303

OVERSEAS MARKETS

BACK NUMBERS If you require any back issues, ask your local newsagent or write to these addresses:

Australia: *The STAR TREK Fact Files*, Gordon & Gotch Ltd, PO Box 290, Burwood, VIC 3125 (Please enclose payment of the cover price plus A\$1 per pack p & h). Tel: (03) 9805 1700.

New Zealand: Contact Gordon & Gotch (NZ) Ltd, PO Box 5884, Auckland.

South Africa: *The STAR TREK Fact Files* Back Numbers Department, Republican News Agency, PO Box 16034, Doornfontein 2028. Please add 2 Rand per pack p & h. Tel: (011) 477 7391.

Malta: Back numbers are available through your local newsagent.

TM, ® & © 1997 Paramount Pictures. All rights reserved. STAR TREK and related marks are trademarks of Paramount Pictures. Fabbri Publishing Ltd. authorized user.

Published by Fabbri Publishing Ltd.
Elme House
133 Long Acre
London WC2E 9AW

Produced by Aerospace Publishing Ltd.
179 Dalling Road
London W6 0ES

This publication may not be reproduced in whole or in part by any means without the prior permission of Paramount Pictures. All rights reserved. This publication may not be lent, resold, hired out or otherwise disposed of by way of trade at more than the recommended selling price shown on the cover, or in a mutilated condition.

ALL PHOTOGRAPHS © PARAMOUNT PICTURES

Additional Photographs supplied with the co-operation of CIC VIDEO

Creative Director: Stan Morse
Managing Editor: Trisha Palmer
Art Director: Rob Garrard
Editors: Jennifer Cole, Ben Robinson
Design: Sharon Wallis, Martin Ritchie
Artists: Rob Garrard, Peter Harper, Studio Liddell, Stuart Wagland
Colour reproduction by Bright Arts Graphics (S) Pte Ltd
Printed in Great Britain by Southernprint Ltd & Colorgraphic Ltd
Trade distribution by DDL (Tel. 0171-221 8855)
COORDINATING EDITORS, LOS ANGELES:
Amanda Morris Conti, Michael M. Conti
PHOTO EDITOR, LOS ANGELES: Larry Nemecek
RESEARCH COORDINATOR, LOS ANGELES:
Penny Smartt-Juday
CONSULTANT EDITOR: Tim Gaskill
CONTRIBUTOR: Terry Jones
AUTHORS: Jennifer Cole, Amanda Conti, Kathe Conti, Michael Conti, Tim Gaskill, Jonathan Freund, Mel Gilden, Larry Nemecek, Ted Pedersen, Ben Robinson, Beth Slick
RESEARCHERS: Peri Doslu, Jonathan Freund
SPECIAL THANKS TO MICHAEL OKUDA, DENISE OKUDA AND RICK STERNBACH



CHARTING
THE GALAXY

The Guide to the STAR TREK Galaxy

FILE 3

CARD 3B

ALPHA QUADRANT



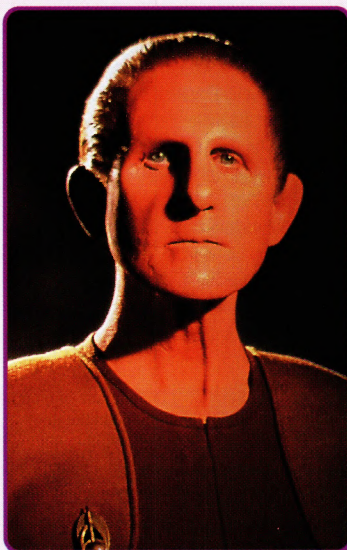
CHARTING
THE GALAXY

ANDEVIAN II

CLASS: UNKNOWN

The second planet in the **Andevian** star system, **Andevian II** has several moons, the fourth of which serves as the location for an idyllic holosuite environment of **Lwaxana Troi's**. This setting serves as Mrs. Troi's intended destination for a romantic encounter with **Odo**, **Deep Space Nine's** chief of security. The presumptuous Mrs. Troi books the holosuite at **Quark's** bar before she even asks Odo if he would like to accompany her there.

▶ **Odo takes his job seriously and can appear to be in need of some love and attention – something Lwaxana Troi is all too ready to give.**



ANDORIA

CLASS-M PLANET

Andoria, homeworld to the **Andorians**, is a member of the **United Federation of Planets**. A delegation of Andorians travel to the **Babel Conference** of 2267 aboard the original **Starship Enterprise**.

More violent by nature than humans, Andorians are a humanoid race characterized by their blue skin tone and two

antennae protruding from the top of their heads. Their culture includes music, with Andorian Blues a typical example. Andorian tuber root, an indigenous vegetable, is a food enjoyed by **Jadzia Dax**.

▶ **The Andorians, although they consider themselves a violent race, are nonetheless loyal Federation members. Many Andorians have entered Starfleet over years, giving valuable service.**

Andorians are characterized by their distinctive deep blue skin tone and their antennae, which protrude from the front of their skulls.



ANGEL ONE

CLASS-M PLANET

Situated near the **Romulan Neutral Zone**, **Angel One** is a Class-M planet featuring humanoid and other carbon-based life forms. Although sophisticated technology and modern cities exist on the planet, the ruling body is a matriarchal oligarchy. Males do not have the same rights as females on Angel One – the opposite of the situation on Earth before the suffragist movements and the general acceptance of female equality.

In 2357, the **S.S. Odin**, a **Federation** freighter ship, collides with asteroids. For five months, the survivors are adrift in space, but eventually end up on Angel One and settle there. The survivors find mates who do not share the planet's long held attitude towards men and together they are exiled.

▶ **The city scape of Angel One's capital is full of modern edifices. The sophisticated appearance belies the sexist attitude to men.**



ANGOSIA III

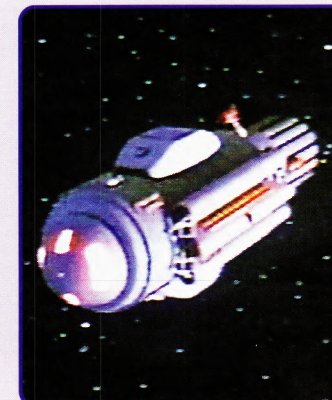
CLASS-M PLANET

Angosia III's original application to become a member of the **United Federation of Planets**, made in 2366, was suspended pending a resolution to the repatriation problems of the planet's chemically altered supersoldiers.

Although the **Angosians** are non-violent by nature, they felt it necessary to create these soldiers to fight in the **Tarsian War**. The changes made to the soldiers proved to be irreversible, and when the war ended they were exiled to **Lunar V**, an Angosian penal moon, rather than reintegrated into society.

Sublight capable **Angosian Transport Vessels** are used to shuttle the Angosian people around their star system.

▶ **This transport ship of Angosian origin is used by Roga Danar, an ex-soldier of Angosia III who was chemically and psychologically altered by his leaders to fight, to highlight his own and other Angosian soldiers' plight.**





CHARTING
THE GALAXY

The Guide to the STAR TREK Galaxy

FILE 3

CARD 3B

ALPHA QUADRANT



CHARTING
THE GALAXY

ANTARES

CLASS: UNKNOWN

Lieutenant Uhura, communications officer aboard the **Constellation-class U.S.S. Enterprise**, is fond of singing a song, '**Beyond Antares**'. Antares is in the Scorpius constellation and contains an unconfirmed number of planets in

its system. **Antarean brandy**, a beverage served aboard the **Enterprise** in 2268 to honor **Dr. Miranda Jones** and her colleagues is named after this system.

A **Starfleet** ship class and ship, the **U.S.S. Antares**, are also named after this large star.



▶ Lt. Uhura loves to sing in the rec room in her off-duty hours to entertain fellow crew members. One of her favorite songs is 'Beyond Antares'. There are few details about Antares, but Antarean brandy, is named after either the star or a planet in this system.

ANTICA

CLASS-M PLANET

Antica is located in the **Beta Renna** star system, and is one of only two habitable planets found there. **Anticans** are intelligent humanoid life forms of considerable size, and are covered in body hair. Their appetite is strictly carnivorous, with a preference for live meat.

Antica applies for admission to the **United Federation of Planets** in 2364, pending the resolution of a dispute with their sister planet of **Selay**. The lizard-like **Selay** are also applying for member status to the Federation. Together, they are both transported on the **U.S.S. Enterprise NCC-1701-D** to a neutral planet, **Parliament**, where diplomatic negotiations can be conducted.

▶ The dog-like Anticans are strict carnivores. They prefer their meat so raw that it should preferably still be alive. Their application for member status in the Federation is put on hold when they devour the Selay.



ANTIDE III

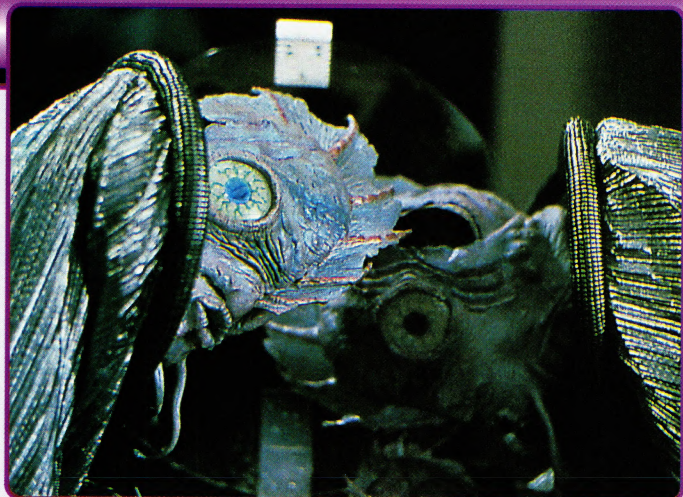
CLASS-M PLANET

This Class-M planet seeks **Federation** member status in 2365. Fish-like in appearance, **Antideans** prefer a self-induced stasis while undergoing any space flight. Upon awaking from their semi-comatose state, they must eat vast amounts of food, preferably **vermicula**.

While aboard the **U.S.S. Enterprise NCC-1701-D** on a journey to the **Pacifica** conference, two Antidean delegates are exposed as potential saboteurs by the telepathic **Lwaxana Troi**. Mrs.

Troi's revelation almost certainly averts carnage at the **Pacifica** conference as the two delegates, headed by the Antidean ambassador, were attempting to smuggle a highly explosive compound, **ultritrium**, to the venue.

▶ The Antideans, while aboard the U.S.S. ENTERPRISE NCC-1701-D, feed on a wormlike food, vermicula, when they awake from their self-induced stasis. Antideans are unable to cope with the stresses of space travel unless they are in stasis.



ANTOS IV

CLASS-M PLANET



▶ The adventures of Garth of Izar, a respected Starfleet captain, are required reading at Starfleet Academy during Kirk's student days.

Antos IV has full **Federation** member status and is home to a peaceful race. The natives of the planet are capable of cellular metamorphosis, a form of shapeshifting. This is not a genetic trait, as they are able to teach the technique to the **Starfleet** captain, **Garth of Izar**. Unfortunately, their generous actions are taught to a man already dangerously insane. Garth later instructs his crew to destroy the planet.

Antos IV is also home to the large, energy-generating dry worm.

ARCHANIS IV

CLASS: UNKNOWN

A mysterious entity from **Beta XII-A** instills hostilities and illusions in both the **Starship Enterprise** crew members and **Klingon** crew members in 2268. **Pavel Chekov** is under the illusion that the **Klingons** murdered his 'brother' on **Archanis IV** at a research outpost. There is only one problem – Chekov is an only child.

▶ Chekov believes Klingons on Archanis IV murdered his brother – even though he doesn't have one.





The Guide to the STAR TREK Galaxy

FILE 16

CARD 1

THE DOMINION



The discovery of the Bajoran wormhole opens up a valuable link to the distant Gamma Quadrant, but it also introduces the Federation to a new and dangerous enemy — the ruthless Dominion.

The **Dominion** is a mighty planetary alliance and trading consortium in the **Gamma Quadrant**. It is first brought to the attention of the **Federation** through a vague reference by the **Ferengi Grand Nagus Zek**, who, while visiting *Deep Space Nine*, sends **Quark** on a mission into the Gamma Quadrant, telling him "If you want to do business in the Gamma Quadrant, you have to do business with the Dominion."

The Dominion, it is later learned, is composed of hundreds of dominated races, and is a major political, economic and military power within the Gamma Quadrant.

The Founders

The Dominion is ruled by shapeshifting 'Changelings' known as the **Founders**, managed and administered by the **Vorta**, a telekinetic

humanoid race, and defended by genetically-engineered soldiers, the **Jem'Hadar**.

Dominion history

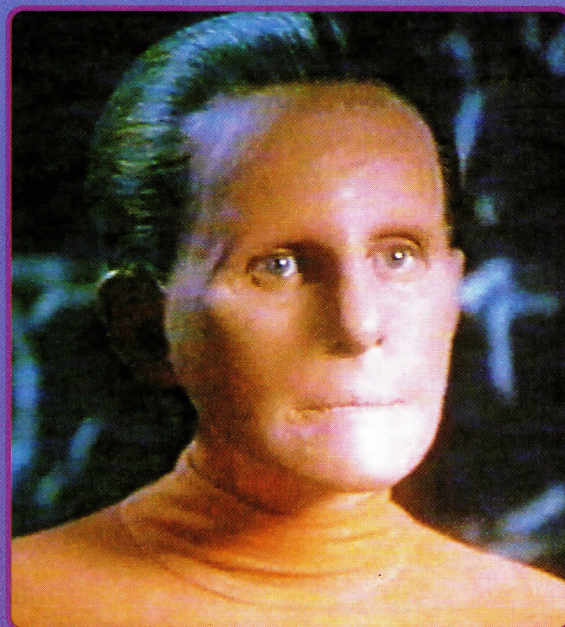
Very little is known about the past history of the Dominion. Even its exact age is uncertain. One of the Founders has said that her people began "many years ago" to impose order on their chaotic surroundings within the Gamma Quadrant.



Almost human

The shape-changing Founders can take on any appearance, but generally adopt a humanoid form when dealing with humans. They believe that by adopting other forms they can better understand the world around them.

More recent information suggests the Changelings, after centuries of persecution within the Gamma Quadrant, retreated to a planet within the **Omarion Nebula**.



THE FOUNDERS' PLANET



A closely guarded secret

After being forced to evacuate their planet in the **Omarion Nebula** because of the threat of attack from **Romulan** and **Cardassian** forces, the Founders of the Dominion do not want anyone to learn the location of their new base. They have had enough of persecution and want to make sure they are left alone in their new home.



Odo is allowed to visit to the Founders' new planet when he falls sick. He does not realize, until he reaches his people, that it is they who have caused his illness — they intend to punish him for killing another founder.



Much of the surface of the planet is covered by the Great Link, a 'lake' of Founders in the natural, liquid form to which they must all regularly return. Even within the lake, however, individual awareness is retained.



OTHER CARDS IN THIS FILE...

- 2 THE FOUNDERS
- 3 THE VORTA
- 4 THE JEM'HADAR
- 5 THE KAREMMA
- 6 THE DOMINION THREAT TO THE FEDERATION

SEE OTHER FILES...

- OTHER STARSHIPS.....File 40
- SHAPESHIFTERS.....File 54
- STAR TREK:
DEEP SPACE NINE.....File 70

Planet	Founders' Planet
Class	M
Quadrant	Gamma
Also known as	No other names recorded

Native name	Unknown
Primary star	Unknown
Surface	Much of the surface is covered by the Great Link, a 'lake' composed of Founders in liquid form
Atmosphere	Oxygen/carbon dioxide
Description	Dark, humid
Moons	Unknown number
Life Forms	Shapeshifters able to take on many forms
Important features	The Founders are determined to keep the location of their new homeworld secret
Starship Log	STAR TREK: DEEP SPACE NINE 'Broken Link'

About 2,000 years ago, the Changelings, who seem to view chaos as a personal threat, begin to reach out into the quadrant and build the Dominion as a way to create order out of disorder. In the process, they become known as the Founders.

The Founders genetically engineer a breed of totally loyal soldiers, the Jem'Hadar, in order to create an army to serve them without question. The Jem'Hadar are dependent on a drug called **ketrecel white** and look upon the Founders as gods. However, while the Jem'Hadar think themselves inferior to the Founders, they believe themselves superior to every other race.

Forced entry

When the Vorta homeworld, **Kareel Prime**, is offered entry into the Dominion, they refuse. In retaliation, the Dominion send the Jem'Hadar, who destroy the planet's communication center and execute the Vorta leaders. The Jem'Hadar continue their aggression until they eventually seize control of the entire planet.

Since that time, the resourceful Vorta have become an important part of the Dominion. They now form the link between the Founders and the other races of the Dominion, and are primarily involved in administrative tasks. Until the existence of the Founders is revealed, the Federation believes the

Vorta to be the leaders of their new enemies.

In 2369, the **Bajoran Wormhole** is discovered, and becomes a gateway between the **Alpha** and **Gamma** Quadrants.

As Alpha Quadrant ships enter the Gamma Quadrant, they often violate Dominion space – unintentionally, as at this point few of the Alpha Quadrant visitors realize

that the Dominion even exists.

The Alpha Quadrant's first real contact with the Dominion is through the race known as the **Karemma**. The Karemma planet is located 0.524 light years from the wormhole. It is a world of merchantilists, as they refer to themselves, and produces tulaberries. There are also weapons factories located on the planet. The

Karemma are an important power within the Dominion, and their proximity to the wormhole makes them an important trading partner. Trade is established by the Ferengi as a result of Quark's mission into the Gamma Quadrant, even though the Karemma,

unlike the Ferengi, have earned a reputation in their quadrant as honorable traders.

The Karemma contact the Dominion through an unmanned subspace relay station on the planet **Callinon VII**, which is maintained by the Vorta.

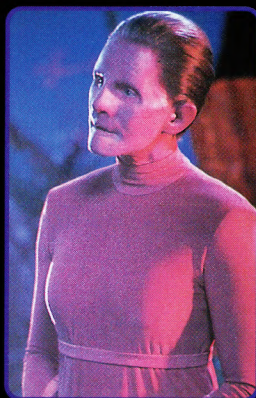
Dominion threat

Current Federation relationships with the Dominion are in a state of confrontation. It is known that Founder Changelings have infiltrated the Alpha Quadrant and replaced high-ranking government officials. In spite of a series of clashes, an uneasy cold war remains between the two powers.

The Guide to the STAR TREK Galaxy

FILE 16 CARD 1

THE DOMINION



Hierarchy of power

There is a very definite and unquestionable hierarchy of power within the Dominion that separates races according to their function. Within this system, everyone knows their place and the Founders' desire for order is maintained.

The leaders

The Founders are the undisputed leaders of the Dominion. Any race declining their offer to join is forced to comply.



The warriors

While Jem'Hadar loyalty to the Vorta is forced, it is normally given freely to the Founders, whom these deadly warriors consider to be their gods.



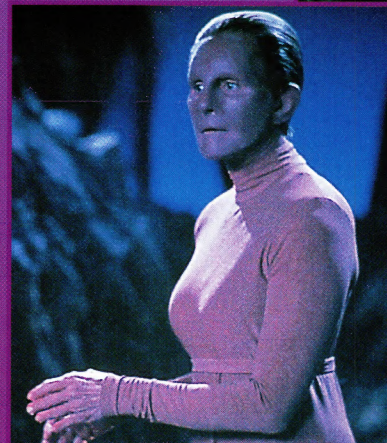
The administrators

Aided by mental abilities, the Vorta are the administrators of the Dominion. They control the Jem'Hadar through a drug, ketrecel white.



Addiction

Tubes leading into the Jem'Hadars' throats feed them ketrecel white, by which their loyalty is assured.



Living liquid

A Founder emerges from the Great Link, separating itself from the mass of living liquid which contains thousands of other Founders in their natural state.

Impermanent form

While the Changelings can take on any shape, they cannot retain this solidity indefinitely, and must return to their liquid form from time to time to recuperate.



GALAXY FACTS

The first contact between the Jem'Hadar and the Federation is made when Commander Benjamin Sisko is on a trip to the Gamma Quadrant with his son Jake, and two Ferengi – Quark and his nephew, Nog.

The Dominion threat leads to the stationing of the U.S.S. Defiant at Deep Space Nine, and the loan of Romulan cloaking technology to the Federation.



OTHER GROUPS
AND RACES

The Guide to the STAR TREK Galaxy

FILE 18

CARD 9



OTHER GROUPS
AND RACES

EMPATHIC METAMORPHS

Kamala is a genetic rarity among her people, and so can be an instrument of peace. Her astounding abilities as an empathic metamorph mesmerize the crew of the *U.S.S. Enterprise NCC-1701-D*.

The **Kriosian** and **Valtese** races produce a rare genetic mutant called an **empathic metamorph**. While male empathic metamorphs are fairly common, females are quite rare, and thus very valuable. An empathic metamorph has the unique ability to sense what a potential mate wants, what he or she needs, what gives the greatest pleasure, and then to become that ideal.

Many centuries ago, a female empathic metamorph named **Garuth** became the object of affection for two brothers, **Krios** and **Valt**. Entranced by Garuth's ability to be a perfect mate, the two brothers fought bitterly over her. When Krios kidnapped Garuth and took her to his star system, the empire fell and the war between the two races began.

New hope for peace

When **Kamala** is born on **Krios** – the first female metamorph in seven generations – she is groomed to be the instrument of peace between the two star systems. From the age of four, a female empathic metamorph is sequestered in a royal village and taught many things, from how to play every instrument in an orchestra to the study of literature, history, and art. She also learns about sex, and is trained to know exactly how to supplement

her empathic abilities with real knowledge. Whatever her future mate desires, she will become that for him, as Kamala will for her intended, the Valtese **Chancellor Alrik**.

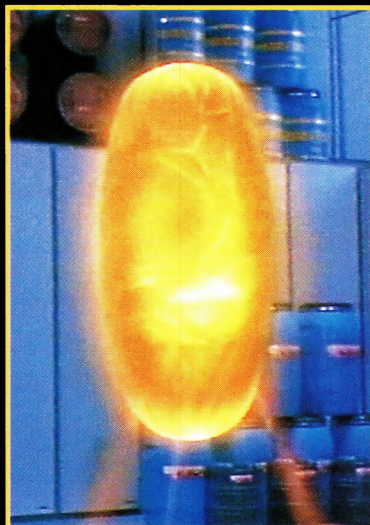
Empathic metamorphs have a long and intricate

Instant attraction

As she does with all men, Kamala begins to respond to Commander Riker's desires, instinctively altering herself to match up to his idea of a perfect woman. The point of her whole existence is to please her mate.



SAFE FROM OUTSIDE INFLUENCES



A golden-colored, glowing stasis field protects the developing Kamala from being affected by outside influences.

Cocooned

As unpalatable as it might seem to many cultures, female empathic metamorphs are more often treated as objects than people, with their lives controlled rigidly to make sure the maximum benefits can be reaped from their abilities. While Kamala will hopefully bring peace to the warring Kriosian and Valtese peoples, her value comes from her abilities, not from the woman herself. It is important that she is not influenced by anything, or anyone, during the journey to her arranged marriage, and so while she is on the *U.S.S. Enterprise* she must remain within a protective cocoon, kept within the cargo hold.

Duty before love

Kamala's future is mapped out from the day she is born. Her unique properties give her the potential to be a catalyst for peace and, because of this, duty to her people must come before her own desires. For her, marriage is a political arrangement rather than a fairytale romance.

OTHER CARDS IN THIS FILE...

3 BETAZOIDS
17 MINARANS

SEE OTHER FILES...

CAPTAIN PICARD
AND ROMANCE: PART 1.....File 43
SHAPESHIFTERS.....File 54
OTHER CHARACTERS
AND LIFE FORMS.....File 58
STAR TREK:
THE NEXT GENERATION.....File 69

three-stage sexual maturing process. The final stage, or bonding, is the **Finiis'rai**, when the metamorph must imprint upon herself the requirements of one man, becoming his ideal mate.

In 2368, Kamala is brought aboard the **U.S.S. Enterprise NCC-1701-D** in a stasis field, which prevents her from being influenced by male members of the crew during the final stages of her Finiis'rai. She is being transported to a rendezvous point between the warring star systems for a **Ceremony of Reconciliation**. The ceremony, to be performed in a holodeck simulation of the ancient **Temple of Akadar**, is quite elaborate, and full of the rituals the Kriosians favor.

Dangerous exposure

When the mischief of two **Ferengi** ruins the safeguard of Kamala's stasis field, she is exposed to **Captain Jean-Luc Picard** and others. The crew find it offensive that a sentient being is to be offered as a gift but, well-schooled in her role, this empathic metamorph offers assurances that she chooses this path of peace.



OTHER GROUPS
AND RACES

The Guide to the STAR TREK Galaxy

FILE 18

CARD 9

EMPATHIC METAMORPHS



OTHER GROUPS
AND RACES



Once she is allowed to wander the ship with **Commander Data**, however, her elevated level of pheromones, common during the Finiis'rai, cause an uproar.

A female empathic metamorph has the ability

▶ Negotiations

For Chancellor Alrik, the marriage is more about politics than love. However, as Kamala will conform to his ideals, he can hardly claim he is getting a hard bargain.

◀ All smiles

Kamala has been raised not to feel that her lot in life is a tough one. She will carry out her duties with a smile – after all, no man's ideal woman is one who doesn't want to be there.

to sense what each man desires in a mate, and offers it up to him with a beautiful, seductive smile. For Captain Picard, she can be articulate, direct, thoughtful and wry. For a ladies' man, she might be flirtatious, tactical and available. For lonely miners, she could be

coarse and flaunt bawdy sexuality. The female metamorph would offer a throaty hiss and deep growl to **Klingon** males, or cool, compelling logic to male **Vulcans**.

Understandably, males of all species find the traits of the female metamorph irresistible.

Happy in her duties

Being what someone else wants her to be is as pleasurable for an empathic metamorph as it is for her mate. The best a female metamorph can



GALAXY FACTS

▶ **Kamala's escort, the Kriosian ambassador Briam, is injured in a struggle with the Ferengi Par Lenor, who becomes angry when Briam refuses to sell Kamala to him.**

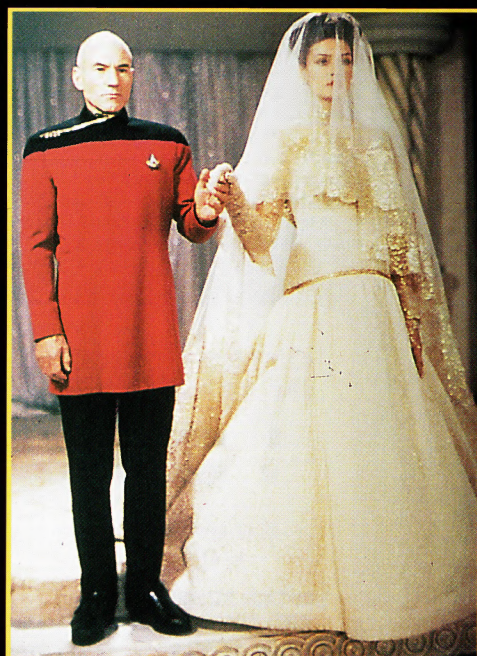
▶ **Ambassador Briam has been chosen to be Kamala's escort because of his age. At 200 years old it is felt that he will be capable of resisting the empathic metamorph's charms.**

hope for is to permanently bond with a man who has inner strength, who will open her mind and heart to endless new possibilities. Ideally, when a metamorph bonds with someone she admires, respect, and loves, she will also be able to admire, respect and love herself. While this does mean that their happiness, and indeed their entire personality, is dependent on others, this is a facet of their biology and cannot be escaped.

Influence of a great man

Kamala's destined mate Alrik is more interested in the treaty negotiations than his beautiful bride but, because she has bonded prematurely with Picard, Kamala avoids turning into someone stern and humorless. Instilled with the captain's strong sense of honor and duty, she fulfills her mission – her marriage of peace to end the wars between her people

BONDED TO HONOR, MARRIED TO DUTY



▶ The other man

Captain Picard gives Kamala away in a traditional wedding ceremony held on the holodeck. His presence has already had an important effect on her future.

Marriage on the holodeck

Through the personality traits she gains from Picard, Kamala is infused with a strong sense of duty and the knowledge that she must do what is best for the greater good of her people. Captain Picard gives her away to Chancellor Alrik on the holodeck, which has been programmed to appear as a temple, rich with Valtese ritual. Chancellor Alrik may see his marriage to the empathic metamorph as a political peace treaty, but he is gaining a wife many men would covet. As the war was begun over an empathic metamorph, perhaps it is only right that one should also finish it.

▶ Perfect match?

The sense of duty Kamala has gained from her exposure to Picard allows her to accept her arranged marriage to Chancellor Alrik with pride. In the years to come, although Alrik may not be the most romantic lover, she will gain strength from the knowledge that their union has ended generations of warfare and needless fighting. Peace is worth the price.





SHIP:

U.S.S. VOYAGER NCC-74656

FACILITY:

NEELIX'S GALLEY

LOCATION:

DECK 6

Whether on an ancient sailing ship powered by air currents or the starships of the 24th century, the large room where a ship's crew gather for meals has always been called the mess hall. In ancient days, the mess hall was conveniently adjacent to the galley, where all meals were prepared. When replicators were brought aboard starships, replacing the chefs and cooks of the past, as well as the natural foodstuffs they cooked, galleys were eliminated. Drinks and meals could now be obtained at the push of a button or a verbal command, meaning that cooking equipment such as ovens, hotplates and saucepans are no longer necessary. However, mess halls have remained, and provide an important social touchstone for crew members.

When the **U.S.S. Voyager NCC-74656** is thrown into the **Delta Quadrant**, 70,000 light years from home, adjustments are needed to preserve power for the long voyage home. On any starship, replicators consume a significant amount of energy.

Traditional cooking

With use of the ship's power strictly rationed, the replicators of the *Voyager's* mess hall are a huge drain on the system. A solution is provided by new crew member **Neelix**, a **Talaxian** native of the **Delta Quadrant**, who appoints himself chef. Neelix installs an old-fashioned galley in what was originally the Captain's private dining room.

The new galley is outfitted with several traditional fire-heat-cook stoves, where chef Neelix usually has several pots boiling, as well as cold-storage space and other appliances. The cooking utensils the Talaxian uses are remarkably similar to those used by many other cultures, including Earth's traditional cooks.

Neelix's natural-food meals, which are usually quite exotic, are made of foodstuffs gathered during the *Voyager's* travels and harvested from his partner **Kes's** hydroponic gardens, located elsewhere on the ship. Growing fruit and

▶ *Neelix isn't a Starfleet officer, and so doesn't always go through the procedures Captain Janeway would expect of her crew. Although turning what was her private dining room into a traditional kitchen with old-fashioned cooking methods has the advantages of both saving replicator power and being good for crew morale, she would have been much happier if Neelix had asked her permission first.*



◀ *The traditional cooking implements and stoves of Neelix's galley look out of place on a state-of-the-art 24th century starship such as the U.S.S. VOYAGER. This method might save the ship's precious power, but it's a long time since any of the crew have had to deal with such old-fashioned technology. Next to the pristine and compact replicators, the galley can't help but look messy. Pots and pans seem to cover every surface.*

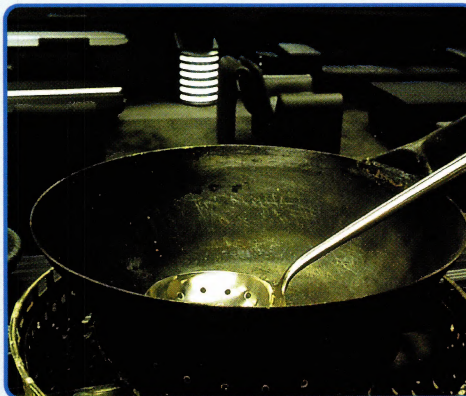
vegetables naturally requires far less energy than powering the replicators.

Mealtimes

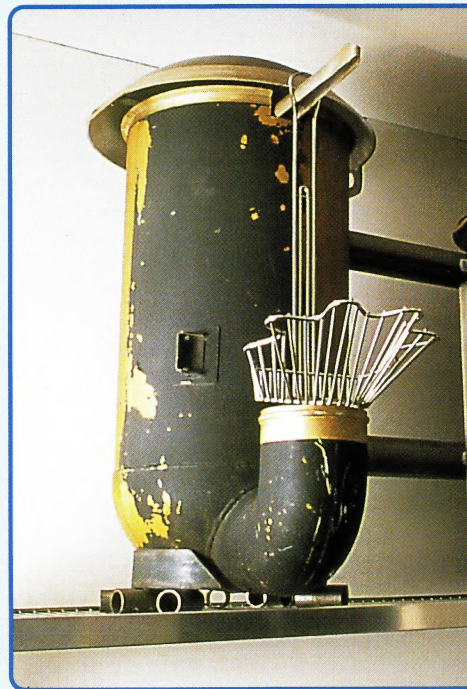
Between the galley and the mess hall, a counter area holds the necessary eating utensils and condiments. During mealtimes, Neelix usually stands behind the counter dishing out hot food to the crew. Although many of the dishes he prepares are an acquired



▶ *Many of the crew members find the meals Neelix prepares to be unfamiliar to their cultures, and therefore difficult to digest. Most, however, are prepared to try.*



▶ *Many of the cooking utensils Neelix uses are familiar to all cultures, such as this low, wide pan which is similar to the Chinese wok used on Earth.*



▶ *As well as pots and pans, the galley also contains other items long since absent from starships, such as water steamers and other old-fashioned heaters.*





Replicators are so common in the 24th century that traditional cooking has almost become a lost art. Growing foodstuffs on the ships, harvesting them, and then having to go through the laborious process of food preparation, including washing, peeling and cooking the vegetables, is considered far too time-consuming to be considered on ships where energy conservation is not a major issue. Neelix, however, seems to enjoy the work.

Captain Janeway recognizes the contribution the galley and mess hall make to crew morale. No matter what else has been happening, a good cup of coffee can always make things better.



The galley and mess hall are Neelix's domain. Here, he is chef, cook, and waiter all rolled into one, making sure that mealtimes are as enjoyable as possible for his new crewmates. As well as being a good way to get to know the crew, his efforts make everyone feel much more relaxed and happy, boosting morale and preventing them from becoming too depressed. Neelix's cooking is not always to everyone's taste, though, as he loves to experiment.

Janeway is initially surprised when Neelix converts the captain's dining room into a mess hall. But soon she seems to appreciate even Neelix's cooking.



taste, and are at first unfamiliar to the mainly human crew, his efforts are mostly appreciated. Between meals, the counter holds bowls of fruit and other items for snacking, and crew members are always welcome in the mess hall, which has become an area to relax and unwind.

Tables with a view

The mess hall is located on the port side of the ship, on Deck 6, which offers diners a breathtaking view of the unfamiliar starscape. They may be light years from home, but a beautiful view is a beautiful view, and can add a touch of romance to any meal.

The dining area of the mess hall is furnished with a number of two- and six-person tables. To the side, a collection of sofas and a center table provide a relaxed area for drinking coffee, eating desserts or just catching up with the day's events outside of main mealtimes. For the crew of the *Voyager*, stranded far from home and unsure whether or not they will ever see their friends and family again, it is an area of extreme importance. Despite her initial misgivings, even **Captain Janeway** has come to realize that losing her private dining room was a small sacrifice to make compared to the enormous advantages the galley offers.

COOKING UP CHAOS

Keeping a tidy kitchen

Federation starships are, almost without exception, remarkably pristine. Even areas such as engineering, which on old ships would have been a haven of oil and grime, are spotlessly clean. The mess hall is expected to look the same, and when all the food is prepared by replicator this is usually the case, as there are no used pots to clean and no peelings to dispose of. Neelix does his best to keep the galley as tidy as possible, but it cannot help looking untidier than the rest of the ship.

When not in use, the cooking utensils are stored on metal shelves. They are kept as clean as possible, but a galley will never look as spotless as a replicator. Many cooks would argue that this adds to its charm.




Angosian Transport Vessel

The Angosians are an advanced, peaceful, and generally non-violent race who employ highly maneuverable, sub-lightspeed *Transport Vessels* for travel between worlds in their star system.

The *Angosian Transport Vessel* is a small ship, designed for short-range transport within the *Angosia* star system. *Starfleet*, however, holds records of some remarkable feats performed by this tiny craft.

The *Angosian Transport Vessel* is, as its name suggests, one of the primary vessels of transportation used by the humanoid natives of *Angosia III*, a Class-M planet that fights the terrible *Tarsian War* during the mid-24th century, and applies for membership to the *United Federation of Planets* in 2366. When outfitted with a specialized holding cell, the *Transport*

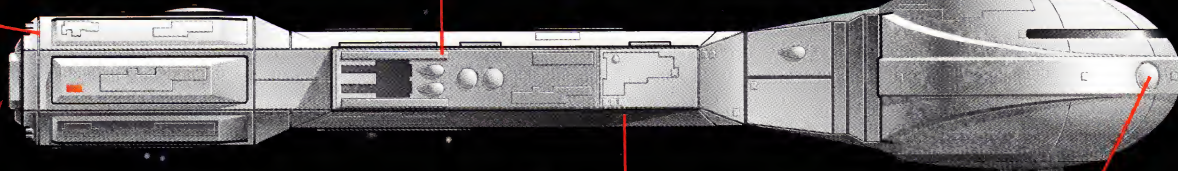
Vessel can also be used as a security transport ship. Like many *Starfleet* vessels, there are two sections to the craft, and it can separate for added efficiency. The ship splits into a small drive section, which comprises the aft section of the combined ship, and a larger cockpit section. This half-ship functionality may allow for greater flexibility in transporting cargo. When operating alone, the drive section is only about as big as a Federation shuttle craft. Both the separated

 In the hands of *Tarsian War* veteran *Roga Danar*, a skilled and cunning pilot, the hijacked *ANGOSIAN TRANSPORT VESSEL* performs some incredible maneuvers.



STARBOARD VIEW

The aft section of the *TRANSPORT VESSEL* can be separated for use as a smaller craft.



The exact function of the middle section of the ship is unknown.

As the ship travels under impulse power only, it lacks the external warp nacelles which are such a feature of faster-than-light craft.

The front section of the ship contains the main bridge, from which the cockpit section and the combined ship are controlled.



When separated from the cockpit section, the much smaller drive section is a compact but extremely capable ship.

LIFE POD

The Angosians place great value on the preservation of life, and so ensure that their craft are equipped with sufficient safety precautions. The drive section carries at least one small life pod.

When separated, the pod is powered by its own engines.

ANGOSIAN TRANSPORT VESSEL

First Recorded: Stardate 43489.2

Crew: Can be operated by a crew of one

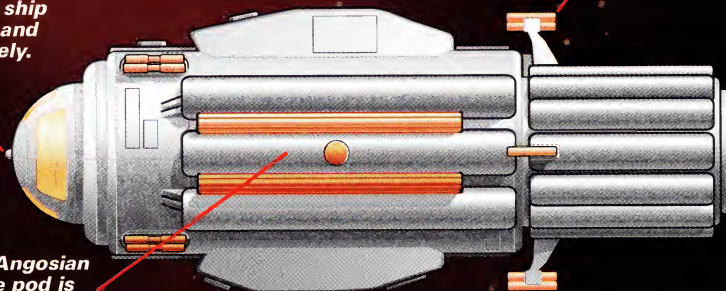
Warp Drive: None; impulse speeds only

Shields: None

Firepower: Minimal

Features: Can separate into two sections for added efficiency

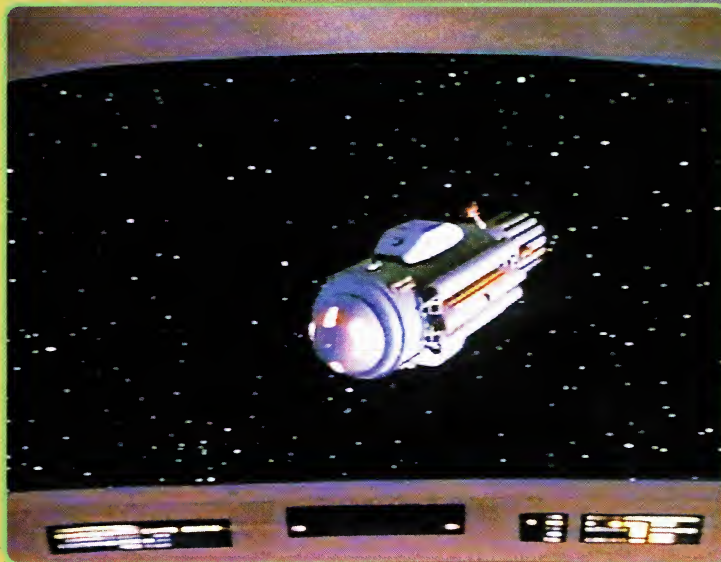
The front of the ship is dome-shaped and glows distinctively.



Like most Angosian vessels, the pod is constructed of a clean, silvery metal.

Angosian Transport Vessel

Each **ANGOSIAN TRANSPORT VESSEL** carries at least one small lifepod in its drive section, offering added safety to the crew aboard. Like many such escape pods, this tiny vessel is capable of traveling under its own power and contains its own life support systems. It is unknown exactly how many personnel each lifepod can hold, or how many lifepods the **TRANSPORT VESSEL** carries in total.



drive section and the combined ship can be operated by a single crewman. The Angosians have great respect for life and, in addition to this ability to separate into two sections, the *Angosian Transport Vessel* also carries at least one small lifepod, which can be ejected from the drive section of the mother ship. Other lifepods may well be carried in the cockpit section. The escape pod is cylindrical, seven meters in length and three meters in diameter. It has fully functioning life-support systems that may be used should events necessitate a vessel evacuation.

Few weapons, but not defenseless

As the Angosians are a peaceful and non-violent people, the *Transport Vessel* has very little in the way of weaponry or defenses. It lacks a warp drive, as it is designed for travel inside the Angosia star system, and has no cloaking abilities. Performing under impulse power only from its aft thrusters, the short-range *Angosian Transport Vessel* serves many purposes for the highly intellectual but slightly stuffy Angosians.

The most remarkable feature of such a small and apparently utilitarian ship is its incredible maneuverability. In the hands of a skilled and cunning pilot, it can evade a **Galaxy-class** starship, and can split into its component

sections quickly enough to further confuse pursuers. The ship is also surprisingly tough, and in extreme situations the drive section can bounce off the shields of other ships to make dramatic changes in direction and speed. However, most pilots don't push the vessel's limits. Any activity which may cause loss of life or property is deeply frowned upon by the Angosians.

Usually, the Angosians are quite content to have the *Transport Vessel* provide cargo and humanoid transport services between the penal colony on **Lunar V**, visiting starships in the planet's orbit, and ground-based facilities.

Hide and seek

The vessel is capable of maneuvers which are best left to experienced pilots or desperate men. Two of the most memorable feats in the Starfleet records involve frustrating the sensor sweeps of the **U.S.S. Enterprise NCC-1701-D** by hanging in the electromagnetic interference generated by Angosia III's north pole, and bouncing off the *Enterprise's* deflector shields while powering in on the ship's tractor beam. After the latter maneuver, the craft's occupant, **Roga Danar**, ejects from the ship in a lifepod. It is unclear whether this is part of his attempt to confuse the Federation ship, or whether it is necessitated by damage to the drive section.

Supersoldiers

These events occur as an indirect result of the recent Tarsian war. Supersoldiers are biochemically altered by the Angosians to fight in the war, as the normally peaceful and intellectual populace are repulsed by the thought of violence.

In 2366, Roga Danar, one of the veteran soldiers now exiled on the Lunar V penal colony, escapes and commandeers a *Transport Vessel* in an attempt to highlight the plight of his fellow soldiers, who want to be allowed to rejoin their society. Danar's enhanced reflexes, intelligence, and physical ability no doubt go a long way toward enabling him to outwit the **U.S.S. Enterprise**. Although a normal Angosian may not be so cunning, the capabilities of the *Transport Vessels* are clearly impressive.

▼ **The Angosian Prime Minister knows his own troops have little chance against the supersoldiers and wants the ENTERPRISE crew to stop them. Captain Picard refuses, forcing him to at least consider their demands**



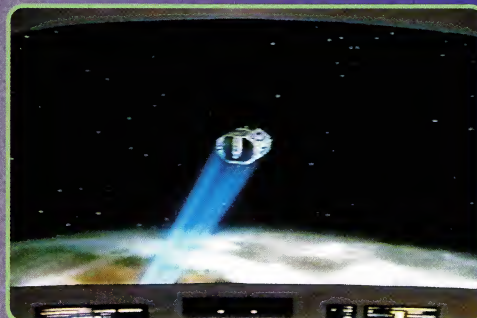
▲ **The combined ship is still highly maneuverable. Here, the TRANSPORT VESSEL piloted by Roga Danar momentarily evades the U.S.S. ENTERPRISE by hiding behind an asteroid.**



▲ **When separated, the drive section is a small but nonetheless resourceful craft. Like the combined ship, it can only travel at impulse speeds.**



▲ **The drive section is much smaller than a GALAXY-CLASS starship, but is consequently more maneuverable. With the right pilot it can evade such larger ships.**



▲ **When caught in the ENTERPRISE's tractor beam, the drive section uses the new momentum to its advantage - flying into the ship to bounce off the shields.**



Nurse Chapel in Love

When Nurse Christine Chapel sacrifices a promising scientific career to join Starfleet in search for her missing fiancé, Dr. Roger Korby, she never dreams how much he has changed.

Christine Chapel has a promising career in bioresearch ahead of her when her fiancé, medical archeologist **Dr. Roger Korby**, disappears. She abandons her research to become a nurse on the **U.S.S. Enterprise NCC-1701**, joining the **Starfleet** vessel in the hope of someday finding him.

Before she has that chance, the nurse is attracted to another man with a strong scientific bent — **Mr. Spock**, the ship's half-Vulcan Science Officer. Nurse Chapel first reveals her attraction for Spock when the entire crew of the *Enterprise* is infected with the **Psi 2000** virus, which allows their secret desires and fears to surface. The nurse clasps Spock's hand in sickbay, and professes her love for him. As the Vulcan watches with his usual detached manner, Christine opens her heart.

Unrequited love

Chapel has heard that Vulcan men treat their women strangely, but she knows Spock would never harm her. Her declaration is straightforward, with no melodrama, much like her professional demeanor. And yet, her insight appears to strike a chord with Spock, who is also infected with the virus. When he tries to escape, claiming his emotions are under control, the nurse replies in her soft voice, "I see things ... how honest you are. I know how you feel. You hide it, but you do have feelings." She sees past his iron-clad

control, to a possibly passionate man. But, despite the virus, Spock does not return her feelings and she is left to recover alone.

Nurse Chapel's attraction to scientifically minded men began, perhaps, when she was a student studying under Dr. Korby. The attraction was mutual enough to lead to an engagement, but then the doctor, famous for his work in archeological medicine, voyages among the stars. When he vanishes while working in space, Chapel goes in search of him. Five years later, in 2266, the *Enterprise* is in orbit above the planet Exo III and conducting a search for the missing doctor,

★ In danger

Things start to go wrong for Captain Kirk and Nurse Chapel on Exo III before they even meet Dr. Roger Korby. Two fellow crewmen are killed by the android Ruk.



NURSE CHAPEL

STARDATE: 1704.2

SITUATION: Under the influence of the Psi 2000 virus, Chapel tells Spock how much she loves him

STARDATE: 2712.4

SITUATION: Chapel meets up with her missing fiance, Roger Korby, on Exo III

STARDATE: 3842.3

SITUATION: Chapel shows concern for Spock when he is sick



▲ Nurse Christine Chapel is a determined woman who often allows herself to be ruled by her heart. Her engagement to Roger Korby ends in tragedy, and her love for Spock remains forever unrequited.

★ Cold machines

'Dr. Roger Korby' is actually a robot, housing the real Korby's mind. But his compassion has been lost with his humanity, and he is no longer the man Nurse Chapel loved.



★ Korby's quest

Dr. Roger Korby's translation of medical records from the Orion Ruins earned him the nickname 'the Pasteur of archeological medicine.' The android technology he discovers on Exo III once belonged to an advanced, but long dead, civilization.



Nurse Chapel in love

"I see things . . . how honest you are. I know how you feel. You hide it, but you do have feelings.."

— Christine Chapel to Mr. Spock

though **Captain James T. Kirk** suspects it's futile. Christine smiles patiently. She knows that Korby is a very determined man, who will have found a way to live if at all possible. She is familiar with the personality trait, as she too is determined in her faith.

Thus, when Korby calls from the planet, the crew is surprised but Chapel's faith is confirmed. She and Kirk are beamed into the underground caverns where the doctor promises to meet them. Though things get off to a rocky start, when Chapel is held in Roger's arms again, everything is all right — for a moment. A few things trouble the stoic nurse, such as the nubile, scantily clad woman named **Andrea**, and **Brown**, Korby's assistant, whose lukewarm reception puzzles her. Very quickly, Kirk and Nurse Chapel discover all is not as it appears in Korby's underground home. When Brown is killed, it turns out that he is an android. Then Korby admits that Andrea and the hulking man who protects the doctor are also androids.

★ Bedside manner

Nurse Chapel proves to be a reliable and competent member of Dr. McCoy's staff throughout the U.S.S. ENTERPRISE's first five-year mission under Captain James T. Kirk.

Instead of being impressed with her fiancé's marvellous androids, she sarcastically notes that it is very convenient. She doesn't quite appear to believe his claim that he's never loved Andrea. Chapel admired Korby for his clever mind and his compassion for all living things, which she's beginning to doubt he still possesses. When the doctor makes an exact duplicate of Kirk, her loyalties are divided, although she tells Kirk that she'd rather be thrown off a cliff than be forced to betray her fiancé under the captain's orders.

Tragic end

But it never comes to that. Christine discovers, to her horror, that Korby is also an android, who possesses the consciousness of her fiancé, but not his morals, heart, or soul. Paralyzed with shock, she watches as he and Andrea are destroyed. She cries for the loss of the man she never gave up hope of finding, but knows she would never have been able to care for the mechanical version of the man she once admired and loved. The Roger Korby she cared for died a long time ago, and this cold robot was nothing but a pale imitation. Grieving, she returns to her life aboard the *Enterprise*, foregoing her previous research for a life among the stars.



UNLUCKY IN LOVE

Under the influence

Nurse Chapel, attracted to strong, intelligent men like Mr. Spock, is rather unfortunate in her choices. Dr. Korby is an android, and Spock is too emotionless to show any affection for Chapel.



★ Admitting all

When Nurse Chapel is infected by the Psi 2000 virus, Spock's Vulcan resolve is strong enough to fight off the effects, and prevent him from returning her affections — much to Chapel's dismay.



★ Playing away

Nurse Chapel is one of the U.S.S. ENTERPRISE personnel who make up an away team to Planet IV in the 892 system, a world which resembles Earth's Roman period, on Stardate 4040.7. Here, she is forced to play out a poignant emotional scene with the man she really does love.



★ Special patient

While Spock is recuperating from donating blood to his sick father, Nurse Chapel shows her concern. She has an excellent bedside manner with all her patients, but her beloved Spock receives extra-special attention.

Chapel's attraction for Spock always simmers beneath the surface, even though she knows she will never break through his cold Vulcan resolve. When Spock risks his life by donating his blood to his sick father in a tricky operation, which his mother Amanda fears may kill both men, Nurse Chapel can't hide the tremor in her voice, or her anxiety for Spock's well-being. But, despite her best efforts, her love for Spock is destined to be unfulfilled. Christine continues her professional duties calmly and efficiently for many years. She eventually qualifies as a doctor and becomes successful in the **Starfleet Medical Corps**. However, she remains far less successful in love than she does in her career.

Riker's Klingon Exchange

No Starfleet Officer has ever served on board a Klingon vessel — until the Starfleet Officer Exchange Program offers a challenge that Commander William T. Riker can't resist.

Wil Riker likes to be the first to meet a challenge. So, when a Federation/Klingon exchange program gives him the opportunity to serve temporarily as the First Officer to the Klingon Captain Kargon of the *Pagh*, he approaches the venture with his usual zest. Riker researches everything he can about serving aboard a Klingon ship. He studies Klingon etiquette and cuisine, and he clarifies as much as he can with Lt. Worf before leaving the *U.S.S. Enterprise NCC-1701-D*.

Safety device

Riker is outfitted with a special homing device called an **emergency transponder**, which has been altered to transmit an omnidirectional signal, and an emergency call, as a security precaution. Riker has no plans to use it, but doesn't overlook its possibilities.

The *Pagh* is a **Klingon Battle Cruiser** equipped,

according to Captain Kargon, with the finest weapons and warriors. Although the *Pagh* is on a peaceful mission in the **Pheban** solar system, Captain Kargon nevertheless claims that the loyalty of his crew, and their readiness to die at his command, is unquestionable. Riker's loyalty, however, is challenged. The **Starfleet** officer asserts that he will live up to his assignment of serving the *Pagh*, and obeying Captain Kargon's orders. Second Officer

OFFICER EXCHANGE

STARDATE: 42506.5

NAME: Commander William T. Riker

OCCUPATION: First officer to Captain Jean-Luc Picard aboard the *U.S.S. Enterprise NCC-1701-D*

EXCHANGE POSITION: First officer to Captain Kargon aboard the Klingon ship *Pagh*

REMARKS: First Starfleet officer to serve aboard a Klingon vessel.



William Riker has never been a man to shy away from a challenge, but earning the respect of a Klingon crew is a tougher task than even he imagines.

★ Now it's their turn

A year after Riker's stint on the *PAGH*, the reciprocal deal places the Klingon officer Kurn on the *U.S.S. ENTERPRISE*. But there is more to Kurn than the Starfleet crew immediately realize.

★ Klingons all round

The first Klingon to serve on a Starfleet vessel was, of course, Worf. Unbeknownst to the crew of the *U.S.S. ENTERPRISE*, Kurn is actually Worf's younger brother.



★ Facing up

The natural aggression of Klingons means that honor between officers is based mostly on the show of courage. When the crew of the Klingon ship intimidate Riker, it is to test his bravery, and therefore his ability to serve.



★ Klingon attraction

When one of the female crew members is attracted to Riker, he assures her colleagues that he is more than capable of handling Klingon women.



Riker's Klingon Exchange

Klag challenges Riker's loyalty directly to his face.

Riker quickly realizes this is a test of his fitness to serve as First Officer, and that on Klingon ships respect is gained in a very different way from the one he is used to. He eyes Klag's disdain, and realizes this is no time for diplomacy. He swings a two-handed blow with all his might, landing a colossal impact across Klag's chest. Riker punches Klag again before he has the chance to challenge him, and yet again when the Second Officer struggles to stand up to him. Finally, Klag reluctantly gives Riker the respect he deserves.

Loyalty doubted

The single-mindedness of the Klingons impresses Riker, leading him to better understand

Captain Picard's admiration of them as a people. When he sits down to eat in the mess hall, he impresses the crew with a fearlessness of their food and, more importantly, of the female Klingons. The officers all note that it is, perhaps, their sense of humor that is the strongest thing they have in common.

When a space organism eats away the hull of the *Pagh*, the captain suspects that Riker is a planted spy. Riker denies the claim, but the only ship with which the *Pagh* has had contact has been the

Enterprise. The Tactics Officer on the bridge tells Riker that the *Enterprise* conducted an unusually long sensor scan of the destroyed part of the hull before the *Pagh* departed. Of course, Riker defends the flagship of Starfleet from any wrongdoing, but he can't explain why they scanned that particular portion of the ship.

Riker is put in the terrible position of having to participate in an attack on his beloved ship. Refusing to give Kargon Starfleet secrets, Riker still asserts that he is willing to die alongside the crew of the *Pagh* if that is what the captain orders. This impresses Captain Kargon more than anything that Riker has said or done so far. Riker has passed yet another test of his loyalty and honor.

Taking command

Kargon will not listen to Riker, however, when it comes to the urgent messages coming from the *Enterprise*. Rather than taking their word about helping the *Pagh*, Kargon orders **phasers** and torpedoes ready. Riker recommends that the captain wait until they are within 40,000 kilometers before firing, claiming it will reduce the *Enterprise's* response time. Riker is to give the order to fire.



▶ **Joining the U.S.S. ENTERPRISE crew for dinner, Kurn finds human food easier to digest than most humans find Klingon meals.**

▶ **Kurn confronts Worf with the truth. As a baby, he was being looked after by a family friend when their parents were killed.**



Brothers reunited

Kurn, the Klingon officer placed on board the U.S.S. *Enterprise* in the return deal, specially requested to be stationed on that ship. He is Worf's brother, and is hoping for the Starfleet officer's help in clearing charges the scheming Duras has made against their late father.

Riker's ulterior motive is that once the Klingon ship is within 40,000 kilometers of the *Enterprise*, Worf can pick up the signal from the emergency transponder. He doesn't, however, plan to escape himself. He pulls the homing device out in full view of Captain Kargon, allowing it to be confiscated by the Klingon. Riker knows that Worf will transport

Captain Kargon off the ship, thinking it is Riker's signal. This leaves Riker in the position of captain of the *Pagh*.

Coming to blows again

As captain of the Klingon vessel, Riker does what any good Klingon captain would: he orders Picard to surrender. Picard agrees to Riker's terms – that the

Enterprise send over a crew to assist with repairs of the damage. Only when the stand-off is over is Captain Kargon returned to his ship. Riker understands that the Klingon Commander must get rid of any sign of weakness in his ability to command. Riker sneers at the Captain, openly challenging him, and

then allows Kargon to strike him. Riker takes the punch and skids across the floor, gaining the respect of every officer on the bridge.

"If you had told those secrets about the Enterprise, I would have labeled you a traitor, and killed you where you stood."

— Kargon to Riker

MAKING FRIENDS THE KLINGON WAY



★ **Throwing punches**
Settling a disagreement by using your fists is perfectly acceptable practice on a Klingon ship, and proves you are prepared to stand up for your beliefs.

★ **Table manners**
Most humans find Klingon food a little fearsome. Riker's readiness to enjoy the dinner he is served impresses the Klingons and helps him to gain their respect.



★ **Laughing together**
Even Klingons, Riker finds, have a sense of humor, and he is soon able to share a joke with his new friends.

Respect through strength

Klingons place much more value on fearlessness and physical prowess than Starfleet. Proving you can handle yourself in a fight, and are afraid of nothing, are the actions most expected of a First Officer. Once Riker has convinced the Klingons of his honor, however, he soon finds that they are not really so different to him.



FILE 60 WEAPONS

Hand Phasers: 24th Century

Although the Federation is a peaceful organization, personnel carry weapons in order to defend themselves from the numerous hostile life forms they are likely to encounter. The versatile phaser type-2 can be used to lightly stun a human or to blast through rock.

The phaser type-2 is an intermediate size hand-held weapon. In power, it lies between the smaller hand phaser, or phaser type-1, and the much larger phaser rifle, or phaser type-3.

The phaser type-2 has a significantly increased power and range in comparison to the phaser type-1, with 16 settings available – twice as many options as are available with the type-1.

By 2366, pistol phasers are a single unit almost like a 20th-century flashlight. The firing button is on the top and is operated by the thumb rather than at the front of the pistol grip and operated by the forefinger, as was the case with earlier models. Close to the trigger are controls which can be used to vary beam width and intensity.

The model of phaser type-2 in use by 2366 has 16 settings, ranging from light stun to disintegrate. The lowest, or stun setting, is designed to cause temporary unconsciousness in humans for up to five minutes, while setting 16 causes major geological displacement and can even damage objects within shields. Intermediate settings can be used to drill

▶ Lt. Worf and Lt. Commander Data find that, despite the phaser's power, it does have its limitations. As the weapon fires a beam of energy rather than a solid projectile, the Borg are able to adapt themselves to the frequency of the beam's output, thus rendering the cybernetic aliens invulnerable to phaser attacks.

holes, cut an object into pieces, or merely heat an object such as a rock to provide warmth.

Charging the phaser

As with the phaser type-1, energy is stored within a sarium krellide power cell which can be replenished when empty. Personnel on board starships can charge their phasers through the standard power taps of the electro-plasma system. Away from the ship, portable bulk sarium krellide units are used. The power cell of the phaser type-2 measures just 10.2 x 3.0 cm and holds 4.5×10^7 MJ of energy.

Explosive energy

Due to the potentially dangerous nature of the phasers, there are a number of safety interlocks built into the system. On board ship, a subspace transceiver array built into the



▶ The powerful phaser type-2 provides defense in dangerous situations.



PHASER TYPE-2

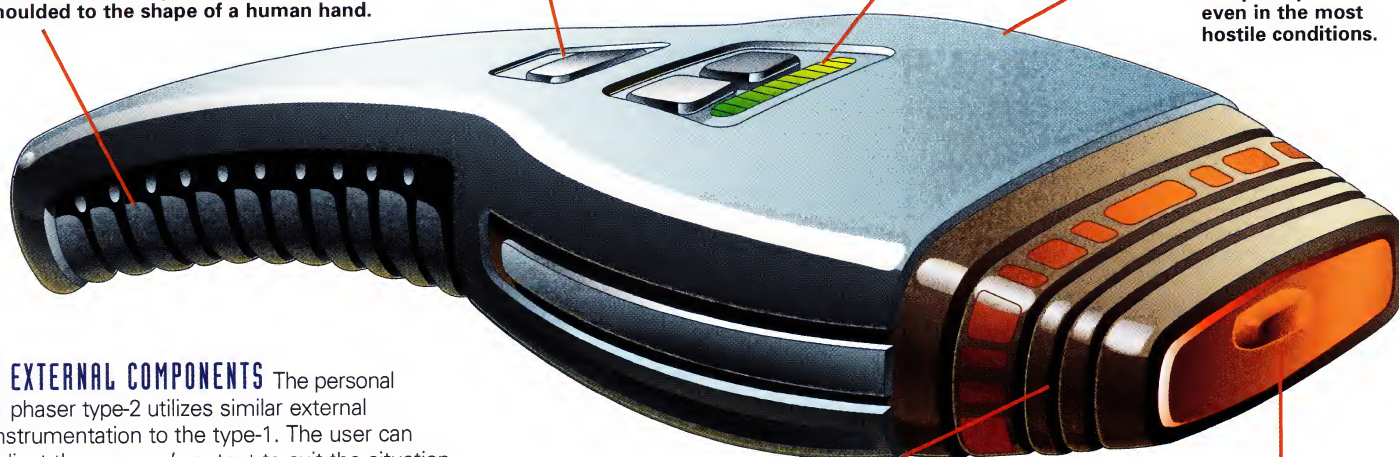
The handle of the phaser type-2 is moulded to the shape of a human hand.

The trigger control, on the top of the phaser, is easily operated by the thumb.

A panel above the beam control buttons indicates the level on which the power is set.

The external casing of the phaser is tough and durable, ensuring that the weapon operates even in the most hostile conditions.

EXTERNAL COMPONENTS The personal phaser type-2 utilizes similar external instrumentation to the type-1. The user can adjust the weapon's output to suit the situation, choosing from a total of 16 settings. Here we see a phaser type-2, as used by personnel during the 2360s. As well as a trigger keypad, it has the usual beam width and beam intensity controls, and a power level indicator showing the level of energy being emitted.



In the prefire chamber, the energy is held by a collapsible charge barrier before passing to the emitter crystal for discharge. The phaser type-2 contains four prefire chambers.

The energy beam is directed out through the emitter crystal at the head of the final prefire chamber.

Hand Phasers: 24th Century

phaser maintains contact with the ship's computers to restrain power levels to below those which would damage the ship – generally limiting them to heavy stun. In addition, the phaser also contains a safety interlock, a code processor which, amongst other functions, can personalize phasers for use by certain personnel only. Key-press

combinations of beam width and intensity controls are used to configure the phaser's safety condition. Even when not in use, a phaser constantly trickles energy. Normally, the weapon is prevented from overloading by the safety interlocks, but this makes it possible, in extreme situations, to set a phaser on overload, turning it into a makeshift

bomb. If the phaser is not allowed to give off energy at a defined rate, it will sound a warning noise for a few seconds, and then explode, causing the death and destruction of everything within a radius of several meters.

This particular model is used until 2365, after which a slimmer, sleeker version comes into general use.

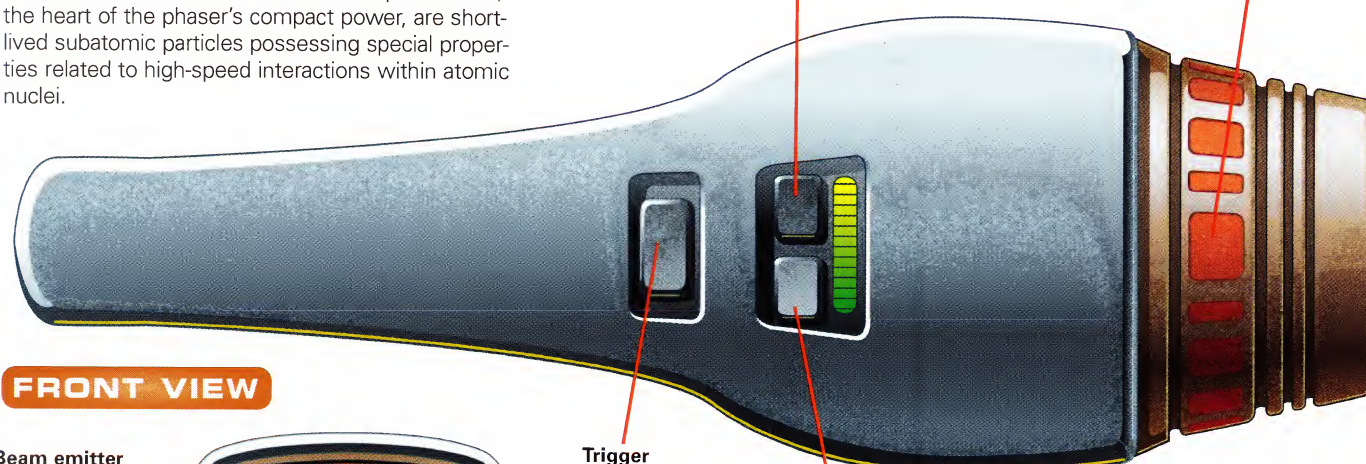
HAND HELD DESTRUCTION

2 DESIGN AND FUNCTION Like the phasers type-1, the type-2 works using the **rapid nadian effect** (RNE). This creates the energy flow from the prefire chamber to the emission interlocks. Rapid nadians, the heart of the phaser's compact power, are short-lived subatomic particles possessing special properties related to high-speed interactions within atomic nuclei.

TOP VIEW

Photon spill ports

Beam width control



FRONT VIEW

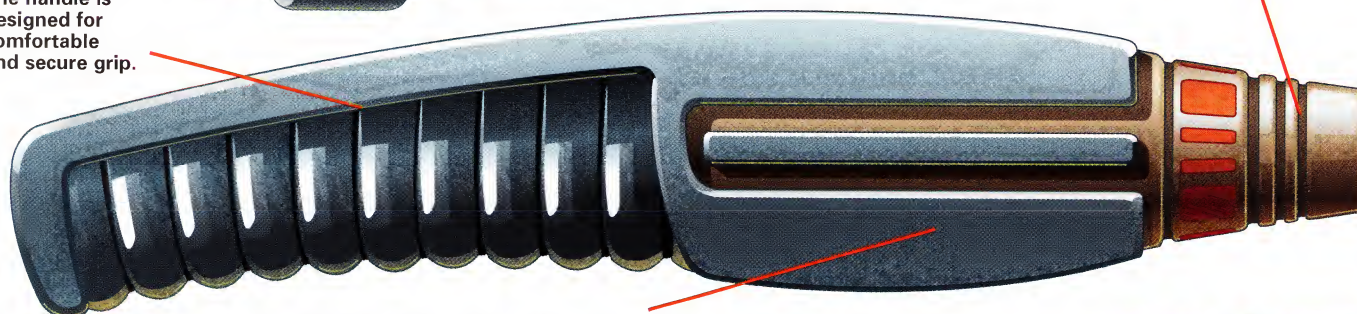
Beam emitter crystal

Trigger

Beam intensity control

Prefire chamber housing emitter crystal

The handle is designed for comfortable and secure grip.



The sarium krellide power cell, beam control assembly, subspace transceiver assembly, and safety interlocks are all housed in the main body area of the phaser.

SIDE VIEW

SETTINGS FOR THE PERSONAL PHASER TYPE-2

1 Light stun

Knocks out base-type humanoids for up to five minutes.

2 Medium stun

Knocks out base-type humanoids for up to 15 minutes.

3 Heavy stun

Puts base-type humanoids to sleep for around one hour.

4 Thermal effects

Causes neural damage and skin burns to base-type humanoids.

5 Thermal effects

Causes severe burn effects to humanoid tissue.

6 Disruption effects

Causes matter to disassociate and deeply penetrates organic tissue.

7 Disruption effects

Kills humanoids as disruption effects become widespread.

8 Disruption effects

Cascading disruption forces vaporize humanoid organisms.

9 Disruption effects

Damage to heavy alloy and ceramic materials over 100cm thick.

10 Disruption effects

Heavy alloy and ceramic materials over 100cm thick vaporize.

11 Disruption/explosive effects

Ultra dense alloy materials vaporize. Light geological displacement.

12 Disruption/explosive effects

Ultra dense alloy materials vaporize. Medium geological displacement.

13 Disruption/explosive effects

Light vibrations to shielded matter. Medium geological displacement.

14 Disruption/explosive effects

Medium vibrations to shielded matter. Heavy geological displacement.

15 Disruption/explosive effects

Major vibrations to shielded matter. Heavy geological displacement.

16 Disruption/explosive effects

Shielded matter exhibits fractures. Heavy geological displacement.

The Offspring

Since his creation, **Data** has struggled to become more human. Aboard the *U.S.S. Enterprise* he has a career and friends, but he still aspires to humanity. Now, in the depths of space, the impossible has happened. Data has produced a child.

'THE OFFSPRING'
STARDATE: 43657.0

While Commander Riker is away on personal leave, the *U.S.S. Enterprise* has traveled to sector 396 to begin charting the Selebi Asteroid Belt.

Data has called **Wesley Crusher**, **Geordi La Forge**, and **Deanna Troi** to his lab, but none of them know why. Since Data returned from a cybernetics conference, he's spent every spare moment in his lab. He is being uncharacteristically secretive, and is even keeping the room locked.

When they arrive, Data introduces them to a featureless android. He tells them that this is his child – **Lal**. Data explains that he learned about a new submicron matrix transfer technology at the cybernetics conference, and that he has used it to copy patterns from his own neural net into Lal's positronic brain.

When **Captain Picard** learns what has happened, he is worried that Data sees Lal as his child. He's also concerned that Data hadn't told anyone what he was doing – creating a new life. Data is puzzled: he has not noticed other crewmembers requesting permission to procreate. He tells Picard that, like all life forms, all he wants is to create offspring in order to perpetuate himself.

Data gives Lal the chance to choose a gender and an appearance. With Troi's help, Lal eventually decides to become a human female. Data has a daughter.

Unhappy schooldays

Although she is functional, Lal's neural net is not complete, and Data continues to make transfers from his own positronic brain. With every transfer, Lal becomes more sophisticated and, like any child, she is soon asking impossible questions.

Admiral Haftel contacts Picard and tells him of his intention to take Lal to the **Daystrom Institute of Technology's** annex on **Gelor IV**.

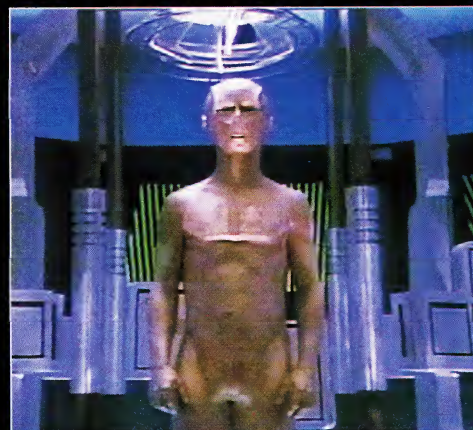
Data has decided to send Lal to school in the hope that it will help her to adjust to human society. Unfortunately, the other children laugh at Lal and she is quickly isolated. Data is concerned and talks to the only parent he knows – **Dr. Crusher**. She advises him to tell Lal about his own experiences and to love her. Data agrees to talk to Lal, but tells Dr. Crusher that unfortunately, he is incapable of love. Somehow, Beverly doesn't believe him.

Admiral Haftel tells Picard that he has decided to come aboard the *U.S.S. Enterprise* to review Lal's progress. He

ON SCREEN...



1 Data, driven by a desire both to create and procreate, works in his lab during his spare time on his first 'child'.



2 'Lal', Hindi for 'beloved', is the result of Data's diligence. After building his android offspring, he calls in others to see.



4 Lal chooses a very feminine and innocent appearance, along with a blue dress, to express her newfound personality.



3 Before choosing a face, Lal meets other crewmembers, including Counselor Deanna Troi.



5 Lal is not like the other schoolchildren aboard the *U.S.S. ENTERPRISE*, and finds it hard to adjust.





'The Offspring'

warns the Captain that Starfleet has given him the power to take Lal away.

After talking to his daughter, Data decides to teach her about social interaction in a different way. He takes her to work in Ten-Forward. **Guinan** is delighted to help, and is surprised when Lal uses a contraction – something that Data has never managed. Lal is growing beyond her father's abilities.

Picard finds Data, and tells him that Haftel wants to take Lal away to be supervised by 'experienced' personnel. Data points out that no one else has more experience of Soong-type androids than he does.

Tragedy strikes

In Ten-Forward, Lal is observing human behavior, specifically flirting. Lal decides to try things out for herself. When Commander Riker walks into Ten-Forward she pulls him across the bar and kisses him. Riker is somewhat surprised – he's been away on leave and has no idea who Lal is.

Later, Lal asks Data about their lack of emotions. She is distressed about the fact that they will never be human. Data tells her that achieving their goal is less important than the journey itself.

Haftel arrives on the *Enterprise* and tells Picard that he is determined to take Lal to an isolated environment to study her.

Data makes the final transfer from his positronic net to Lal's.

Haftel is deeply unimpressed that Lal is working in Ten-Forward and demands that she report to him. The Admiral tries to persuade Data to release Lal to him for research, but Data refuses to cooperate. Picard reminds Haftel that Lal is a sentient being with the right to choose what she does. Lal tells Haftel she wants to stay on the *Enterprise* with her father. She tells Deanna that she is scared.

Haftel asks Data to release Lal to him, but he refuses, telling Haftel he will not give his child up. Haftel orders Data to transport Lal to his ship, but Picard belays the order, saying that he'll take this to the highest level.

Troi calls Data to his lab. Lal is malfunctioning – her emotions are a symptom of cascade failure. Haftel tries to help Data repair Lal, but to no avail.

Alone with his child, Data tells Lal that he is unable to save her. She says that she loves him, and he tells her he wishes he could share the emotion. She fails.

Data returns to the bridge, where he tells his crewmates that he has incorporated Lal's programs into his own. He knows everything she did. Data takes up his post and the *Enterprise* continues her mission.

STARSHIP FACTS

A Data chooses his offspring's name. The word 'Lal' is Hindi for 'beloved.'

A Lal experiences a systemwide cascade failure after little more than two weeks of life.

ON SCREEN...



6 Data takes Lal to Ten-Forward, where she can witness human interaction, especially the flirting kind. When Commander Riker arrives, Lal overreacts slightly when she seizes and kisses him. Guinan looks on amused.



7 Riker, who has been away on leave, is not offended by Lal's strange behavior. He finds it more amusing than objectionable.



8 Admiral Haftel is angry when he finds out that Lal has been working in Ten-Forward. He demands that she report to him. He wants to take Lal away to the Daystrom Institute for further analysis.



9 Admiral Haftel, is adamant over who has rights to Lal. But Captain Picard, who was instrumental in establishing the rights of sentient androids, such as Data, at a hearing aboard the *Enterprise* in 2365, stands his ground.



10 Data must tell Lal that his attempts to save her have been unsuccessful. In reply, she tells him how much she loves him.



11 Data watches helplessly as Lal finally fails. His child is dead after no more than two weeks of life. However, Data manages to incorporate her experiences into his own programming, helping him to understand the feelings she had.



'Through the Looking Glass'

Trapped in the **Mirror Universe**, Commander Benjamin Sisko must complete his double's final mission and rescue the one person who can save the Terran rebellion — Jennifer Sisko, the wife he lost in the battle with the Borg.

'THROUGH THE LOOKING GLASS'

Since Dr. Bashir and Chief O'Brien were trapped in the Mirror Universe, things have begun to change. Turning against the tyrannical Mirror Kira, Ben Sisko has started a rebellion, but now he is dead and if the rebels are to survive, a desperate O'Brien must find someone to take his place ...

Commander Benjamin Sisko is surprised when Chief O'Brien pulls a gun on him and forces him on to the transporter pad, but everything is explained when they re-materialize in the **Mirror Universe**.

O'Brien tells Sisko that, in the last year, the Terrans have started a rebellion against the **Klingon/Cardassian alliance**. The mirror Sisko was the leader of the rebellion, but he has been killed, and O'Brien wants Sisko to complete his double's final mission.

Sisko refuses, and demands that O'Brien takes him back to his own universe. But his attitude changes when O'Brien tells him about the mission. An alliance scientist is developing a trans-spectral array that would reveal the rebel bases in the **Badlands** — her name is **Jennifer Sisko**. If Sisko can't persuade her to join the rebels, then they will have to kill her. Sisko is shocked to learn that in this reality his wife is still alive. However much he wants to go home, he can't let her die again.

Dangerous mission

On the station, **Kira**, who in this reality is the evil governor of **Terok Nor**, calls Jennifer into her office. She tells Jennifer that her husband is dead. An impassive Jennifer asks to leave. Kira promises her that when all the rebels are dead she will press the alliance to be more lenient.

Meanwhile, O'Brien is briefing Ben Sisko. As soon as Sisko has persuaded Jennifer to join the rebels, O'Brien will return him to his own universe. In the meantime, Sisko will have to behave exactly like his dead double, and he can start by calling O'Brien '**Smiley**'.

Back on **Terok Nor**, Kira introduces random executions to improve productivity. As **Garak** says, she's been in a bad mood since Sisko died.

O'Brien takes Sisko to the rebel base where he meets his troops, who include mirror versions of **Bashir**, **Tuvok**, **Rom**, and **Dax**. Sisko is surprised to discover that in this universe, Dax is his mistress. She drags him off to a private room, where they get 'reacquainted.' Dax suggests that they run away, but Sisko refuses.

When Sisko and Dax re-emerge, an angry Bashir argues that they should kill Jennifer, but Sisko slaps him down. The rebels need

ON SCREEN...



1 Commander Sisko is shocked when Chief O'Brien pulls a weapon on him and forces him onto the transporter pad. He only understands what is happening when he arrives in the Mirror Universe.



2 In the Mirror Universe, Kira is a twisted reflection of herself — she is now a vicious sadist. Even so, she was fond of Ben Sisko, and is almost disappointed to learn of his death.



3 Jennifer receives the news of her husband's death calmly. In this universe, they had their differences.



4 O'Brien takes Sisko to meet his troops — a rabble that includes a Mirror Universe version of the U.S.S. VOYAGER's Tuvok.



5 The mirror Dax grabs Sisko. She is delighted to see her lover alive, despite the reports of his death.



6 Acting like his double means dominating his troops, and Sisko is forced to show Bashir that he means business.



'Through the Looking Glass'

a scientist and he is sure he can convince Jennifer to join them. All they need is a way on to *Terok Nor*.

On the station, Rom tells Kira that Sisko is alive and that he knows how to find him.

Sisko and O'Brien have set out on a rebel ship. O'Brien tells Sisko not to expect too much from Jennifer – she may look like his dead wife, but that is where the similarities end. In this universe, everyone is very different from their counterparts. Suddenly, three alliance ships decloak and surround Sisko's ship.

Kira takes Sisko and O'Brien prisoner and, against Garak's advice, sends O'Brien to ore processing and Sisko to her quarters. She tells Garak that she will kill Sisko, but not until she's ready. Later, when he is alone in Kira's quarters, Sisko calls for Jennifer and tells her that he has come to rescue her, but she refuses to join him. She believes that putting an end to the rebellion will persuade the alliance to treat the Terrans better.

Escaping from *Terok Nor*

With time running out, Sisko uses a **sub-dermal communicator** to signal O'Brien in ore processing. As O'Brien opens an inspection hatch, Sisko takes out the guards and pleads with Jennifer to join him.

A guard notices O'Brien, but before he can stop him, the engineer blows the power. In the confusion, O'Brien rallies the enslaved workers and they escape.

A puzzled Jennifer has joined Sisko, but alliance forces pin them down. Just as things look hopeless, O'Brien arrives and rescues them. The rebels head to the airlock where their ship is waiting, but when they get there they find Rom's dead body hanging from the airlock doors.

Kira appears at the end of the corridor with a small army of alliance troops. Sisko and the rebels are trapped. Garak had persuaded Kira that something wasn't quite right about Rom's story. Under torture, the **Ferengi** has revealed everything.

With no means of escape, Sisko and his men retreat to ore processing. The alliance forces are caught out and find themselves on the wrong side of a locked door.

With time running out, Sisko accesses a computer panel. Kira uses the manual override and her troops burst into the ore processing center, where they surround the

rebels. Kira tries to persuade Jennifer to go back to work, but the Terran scientist has realized where her loyalties lie. Kira is disappointed and orders her troops to kill everyone except Jennifer, but Sisko stops her. He explains that he has activated the station's self-destruct mechanism and, since he's changed the access code, there is nothing Kira can do to stop it.

Kira is puzzled; there should be no way that Sisko could know the access codes needed to activate the self-destruct systems.

But the computer confirms Sisko's claims, and Kira reluctantly agrees to let the rebels go free.

Back at the rebel base, Sisko tells Jennifer that he is going to visit the **Romulans**, but she doesn't believe him. Whoever he is, she knows that he is not her husband. Sisko confesses and tells her that O'Brien will explain. O'Brien arrives, and, as they agreed, he takes Sisko back to his own universe where he will have nothing but memories of his own long-dead wife.

ON SCREEN...



7 Once Kira has Sisko prisoner, she can't bring herself to kill him – at least, not until she's had some pleasure from her former slave.



8 Sisko breaks out of Kira's quarters and, with time running out, begs Jennifer to join him in his escape plan. She hesitates, but eventually agrees.



9 Rom gives his life for Sisko's plan, but unfortunately Kira has learned his secrets.



10 With the alliance troops closing in, things look grim for Sisko and his band of rebels. However, this Sisko knows more about the station than his counterpart could ever know.





11 The alliance troops outnumber Sisko's men, but they have reckoned without their visitor's intimate knowledge of the station's security codes.



12 Jennifer responds to something in this man, who is so unlike her dead husband. But Sisko must return to his own universe, where his wife is dead.

STARSHIP FACTS

 The Mirror Universe is first encountered by a party from the *U.S.S. Enterprise NCC-1701*. The effects of their visit lead to a major shift in the balance of power, as Mr. Spock ultimately takes over the Terran Empire.

 One year before Sisko visits the Mirror Universe, Dr. Bashir and Chief O'Brien are trapped here after an accident in a runabout.



FILE 79 STAR TREK: FIRST CONTACT

STAR TREK: FIRST CONTACT Part 1

The moment Captain Jean-Luc Picard has dreaded for six years has arrived: once again he must face the Borg. The new *U.S.S. Enterprise NCC-1701-E* has all the latest Starfleet technology, but will even this be enough against an enemy who insist that resistance is futile?

FIRST CONTACT

"We've been in space for nearly a year. We're ready. The *ENTERPRISE-E* is the most advanced ship in the fleet. We should be on the front lines."

— Lt. Cmdr. Geordi La Forge
Chief Engineer
U.S.S. ENTERPRISE NCC-1701-E

Captain Jean-Luc Picard's eyes are filled with terror, a terror that grips his very soul. He is standing upright, tightly restrained within a coffin-like alcove. Surreal images flood his brain, a needle moves toward his eye, and a woman's siren voice calls to him, "**Locutus**". Suddenly, awareness—or is it memory?—dawns: Picard is about to be assimilated as a **Borg Drone**, one of thousands in a vast, metallic hive. He struggles to escape from his alcove as the needle starts to pierce the surface of his eye, and bolts awake from the nightmare in a sweat. He is on the couch in his ready room. Rising, he makes his way unsteadily to the wash basin, and splashes some water on his face. He stares at himself in the mirror, trying to relax. His cheek twitches slightly, then some more, making an unnerving chirp as it does so. The twitch quickly becomes a vicious spasm, until a horrifying piece of Borg machinery bursts through Picard's face.

This time, the captain wakes up for real. He is alive, and still human. The Borgish chirp was actually the alert sound from his computer monitor. He is being paged by **Admiral Hayes**, who informs the captain that long-range sensors have detected a hostile ship on a direct course for Earth. To Hayes' surprise, Picard knows it is the Borg without being told. Perhaps the dream was actually a premonition ... or perhaps there is still some Locutus left in Jean-Luc Picard.

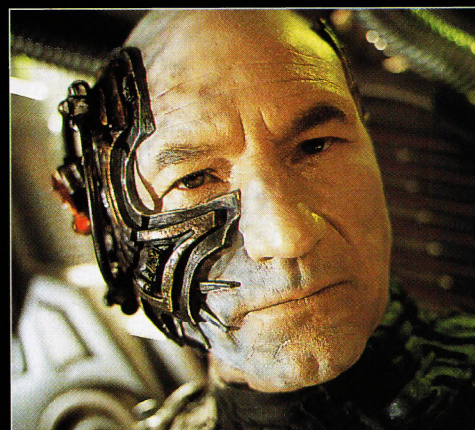
Diverted to the Neutral Zone

Meeting with his senior crew **Data**, **William Riker**, **Deanna Troi**, **Geordi La Forge** and **Beverly Crusher** in the observation lounge, Picard informs them that they will not be joining the battle, but are to patrol the **Neutral Zone** in case the **Romulans** attempt to take advantage of the situation. The officers are shocked. The new *U.S.S. Enterprise NCC-1701-E* is the most advanced ship in the fleet, why aren't they in the front lines? Picard, in his customary manner, doesn't answer them, except to say that the orders stand. Later, in the captain's room, Picard surrounds himself with the sounds of Berlioz. When Riker intrudes and asks again why they are stuck out in the Neutral Zone, Picard tells him that **Starfleet Command** has

ON SCREEN...



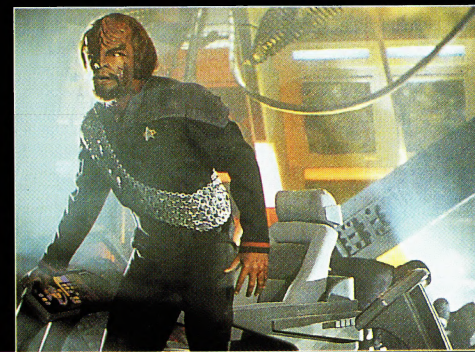
1 Sleep brings no escape for Captain Picard: his dreams are filled with memories of his assimilation by the Borg.



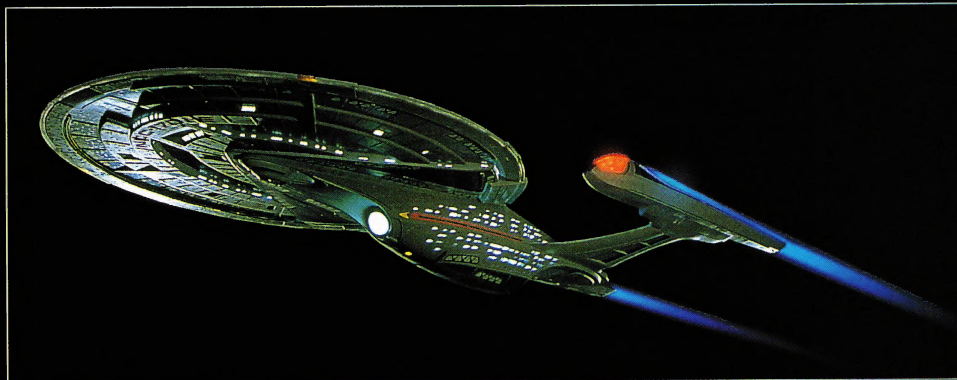
2 The mechanical Borg implants may have been removed from Picard's body, but will he ever be completely free?



3 The crew of the *U.S.S. ENTERPRISE* are confused. The Borg are heading for Earth, but they must patrol the Neutral Zone.



4 Aboard the *U.S.S. DEFIANT*, the battle is not going well. Worf prepares to die the heroic death all Klingons hope for.



5 The new *U.S.S. ENTERPRISE NCC-1701-E* is a **SOVEREIGN-CLASS** starship, and the sixth to bear the name 'ENTERPRISE'. Although the *U.S.S. ENTERPRISE NCC-1701-D* was destroyed on *Veridian III*, almost all her crew have stayed on to serve aboard the new ship.

STAR TREK: FIRST CONTACT Part 1

confidence in the ship and her crew, but not her captain. They believe his past brief assimilation into the Borg Collective makes him too great a security risk.

As the rest of the fleet engages the Borg, the *Enterprise* crew can only listen to the agonizing sounds of the battle over the Com Channel, a battle the **Federation** forces seem to be losing. Picard cannot bear it. He informs the crew that he is about to violate Starfleet's orders, in case any of them want to object. No one does. The *Enterprise*, on Red Alert, heads for Earth at maximum warp.

The **Borg Cube** is heading toward Earth too, with dozens of Starfleet vessels pounding it with torpedoes and phaser fire. The *Cube* returns fire, destroying several ships, and severely damaging others. One of them is the **U.S.S. Defiant**, under the command of **Lieutenant Commander Worf**. With his ship crippled, Worf decides that it is a good day to die and orders his helmsman to ram the *Cube*. Just then, the *Enterprise* arrives, and beams the *Defiant's* surviving crew aboard.

Picard to the rescue

When the Admiral's ship is destroyed, Picard takes command of the fleet. Fighting off the tormenting cacophony of Borg voices in his head, he orders all ships to fire every available weapon at a specific spot on the *Cube*. This powerful barrage finally causes the *Cube* to erupt in a titanic blast.

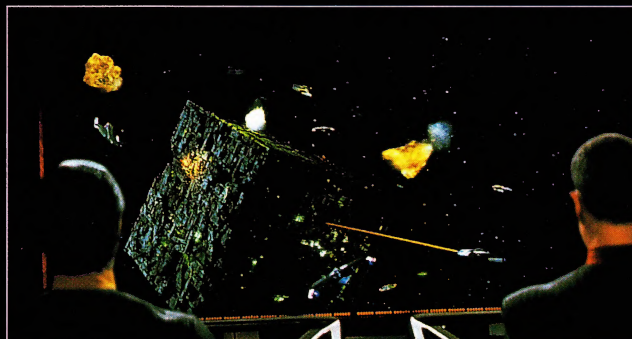
Out of the billowing flame, however, a small sphere emerges and hurtles toward Earth. The *Enterprise* pursues it, and the crew watches on the viewscreen as the Borg craft creates a temporal vortex – a door into time – and disappears into it. Suddenly, planet Earth is no longer its familiar blue-green, but surrounded by a turbulent, dark atmosphere. The Borg have assimilated Earth in the past, winning the battle they just lost by changing history. The *Enterprise*, protected by a temporal wake from the vortex, is the only remnant of a time that has now never happened. Realizing that only they can restore the damage the Borg have done, Picard orders Data to follow the sphere's course, and the ship just barely slips into the maelstrom as it collapses. The *Enterprise* is swallowed up in a brilliant flash of light, leaving only the black silence of space.

STARSHIP FACTS

Like the **U.S.S. Voyager**, the saucer section of the new **U.S.S. Enterprise** is more oval than circular, giving the ship a sleeker design.

The previous time Starfleet engaged the Borg was at the **Battle of Wolf 359** in 2367, which resulted in the loss of 11,000 lives. Wolf 359 is the fourth closest star to Earth, but this time Starfleet engage the Borg within Earth's solar system.

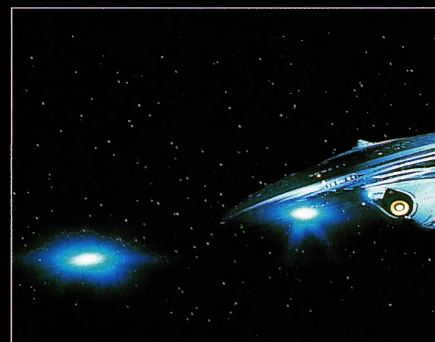
ON SCREEN...



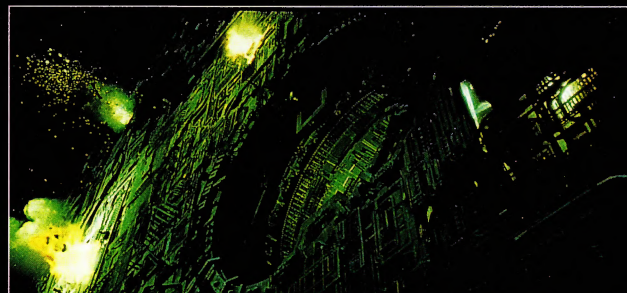
6 Disobeying direct Starfleet orders, the **U.S.S. ENTERPRISE** heads for Earth and the battle with the Borg. The crew believe that their captain's previous experience of the Borg will be more of an advantage than a weakness. When they arrive, things are not going well and many Starfleet ships are being destroyed.



7 One of the damaged ships is the **U.S.S. DEFIANT**, whose surviving crew are beamed aboard the **ENTERPRISE**. Lieutenant Commander Worf insists on leaving sickbay immediately to help out on the bridge.



8 With his intimate knowledge of the Borg, Picard knows where their weaknesses lie. Taking command of the attack, he instructs all the Starfleet vessels to fire on the same area of the **BORG CUBE**.



9 The concentrated Starfleet attack appears to be working. While the individual ships stood no chance against the Borg, this combined effort is obviously having a much more devastating effect. Explosions within the **CUBE** add to the damage inflicted.



10 A sphere emerges from the doomed **BORG CUBE**. Both an escape pod and the next line of attack, it is a vessel capable of traveling back in time. The Borg no longer need to win today – they will change history to ensure the battle will never be fought, as a more vulnerable Earth is conquered in the past.



11 The **BORG CUBE** explodes, taking several nearby Starfleet vessels with it. Picard's tactics have won this battle but the war is far from over. The **ENTERPRISE** must now travel back in time to undo the damage done by the Borg, and keep the past, present, and future of Earth free from assimilation.